DOMINATE™

Here are the weapons you'll be able to use when Dominate launches.

Primary Weapons

Assault Rifle

Magazine size: 20

Ammo capacity: 120

Shotgun

Magazine size: 5

Ammo capacity: 25

Primary Weapons

Pump Shotgun

User's movement speed is increased by 30%.

User has -20 less health.

Magazine size: 5

Ammo capacity: 25

Primary Weapons

Medical SPAS

When enemy is hit: Let's teammates or the user to get 3 HP back on hit for 3 seconds.

Pellets heal teammates.

Heals user by 3 HP per second.

Has 20% less magazine size.

Has 20% less ammo capacity.

Firing speed is reduced by 20%.

Deals 70% less damage.

Primary Weapons

Grenade Launcher

Explodes on impact.
Ammo capacity: 15

Flamethrower

Sets enemies on fire.
Press alt-fire to shoot a fireball at
burning enemies to cause more damage
at the cost of 50 ammo.
Ammo capacity: 200

Primary Weapons

Chainsaw

Deals a ton of damage.
Useful in up-close situations.
This weapon deploys 50% slower.

Primary Weapons

Combat Helmet

Gives user +50 extra health.
Increases user's ammo capacity by 30%.
Melee damage is increased by 10%.

Secondary Weapons

Pistol

Magazine size: 10

Ammo capacity: 50

Revolver

Magazine size: 6

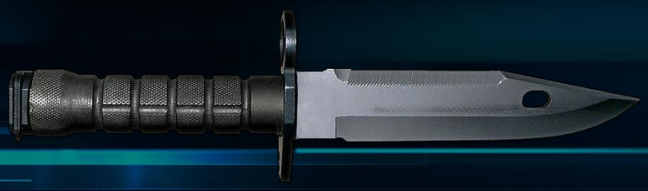
Ammo capacity: 18

Secondary Weapons

Body Armor

Gives user +50 extra health.
Melee damage is increased by 10%.

Melee Weapons



Knife

Butterfly Knife

Instantly kills enemies from behind.

User has -20 less health.

Deals 25% less damage.

Melee Weapons

Fists

Increases user's reload speed by 20%.

Gives user +20 extra health.

Deals 15% less damage.

More weapons will come in the near future.

CROSSOVER

DOMINATE™

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CLEVER INTERACTIVE™ Powered by Smart™

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